REMARKS/ARGUMENTS:

Claims remain 1-60 remain in the application. Claims 1, 20, 32, 51 have been amended for the purposes of clarification. Applicant believes the claims add no new matter. Applicant directs the Examiner to the descriptions of at least figures 1, 2, 6, 7 and 14-19 of associated U.S. publication number 20050075167.

Rejections under 35 U.S.C. § 103

The Examiner rejected pending claims 1-60 under 35 USC 103(a) as being unpatentable over Itkis (US patent No. 4,856,787) in view of Nakano (U.S. patent Number 5,745,109). The Applicant respectfully traverses the rejection.

The claims as amended describe limitations, such as recited in claim 1, "gaming logic operable to generate the plurality of game outcomes or the plurality of separate game outcomes in the 3-D gaming environment wherein said game outcomes or said separate game outcomes are generated as a plurality of vertices specified in a 3-D coordinate system associated with the 3-D gaming environment, said plurality of vertices defining a plurality a surfaces in the 3-D gaming environment on which textures are applied" and "wherein the portion of the plurality game outcomes or the portion of the plurality of separate game outcomes that are viewable on the display is determined based upon at least a position of a virtual camera specified using the 3-D coordinate system of the 3-D gaming environment wherein the position of the virtual camera in the 3-D gaming environment determines a portion of the plurality of surfaces in the 3-D gaming environment that are visible in each of the plurality of images rendered from the 3-D gaming environment, said rendering including projecting the surfaces defined in the 3-D coordinate system to a two-dimensional projection surface ." Itkis or Nakano alone or in combination don't teach or suggest a use of a virtual camera in the 3-D gaming environment.

Itkis shows images of a keno game, a bingo game and a card game generated on a single display at the same time. Nakano describes a user interface that arranges images on the inner face of a cube where the images on each face of the cube can be changed by user manipulations. Neither reference describes generating game outcomes "as a plurality of vertices specified in a 3-D coordinate system associated with the 3-D gaming environment, said plurality of vertices defining a plurality a surfaces in the 3-D gaming environment on which textures are applied" or "wherein the position of the virtual camera in the 3-D gaming environment determines a portion of the plurality of surfaces in the 3-D gaming environment that are visible in each of the plurality of images rendered from the 3-D gaming environment, said rendering including projecting the surfaces defined in the 3-D coordinate system to a two-dimensional projection surface." The references do not teach or suggest such details. Therefore, for at least these reasons, the combination of Itkis and Nakano can't be said to render obvious the remaining claims and the rejections are believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
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